Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1.   (Previously Presented) A game apparatus comprising:

a first generating section for generating game image data corresponding to a wide screen; and

a second generating section for reducing or enlarging the game image data generated by the first generating section, to generate game image data with no distortion corresponding to a normal screen, wherein the second generating section generates the game image data corresponding to the normal screen, from the game image data generated by the first generating section, according to a character controlled by a player in the game image data generated by the first generating section.

2.   (Previously Presented) A game apparatus comprising:

a first generating section for generating game image data corresponding to a wide screen; and

a second generating section for extracting game image data corresponding to a normal section, from the game image data generated by the first generating section, to generate game image data with no distortion corresponding to the normal screen, wherein the second generating section generates the game image data corresponding to the normal screen, from the game image data generated by the first generating section, according to a character controlled by a player in the game image data generated by the first generating section.

3.   (Previously Presented)   The game apparatus as claimed in claim 2, wherein the second generating section generates the game image data corresponding to the normal screen, from the game image data generated by the first generating section, according

to a position, a moving direction or an eyes direction of the character controlled by the player in the game image data generated by the first generating section.

4.   (Original) The game apparatus as claimed in claim 2, wherein the second generating section extracts game data display data from the game image data generated by the first generating section, to generate the game image data corresponding to the normal screen.

5.   (Canceled).

6.   (Previously Presented) The game apparatus as claimed in claim 1, further comprising:

a switching section for switching between the game image data generated by the first generating section and the game image data generated by the second generating section, to output either the game image data generated by the first generating section or the game image data generated by the second generating section.

7.   (Original) The game apparatus as claimed in claim 6, wherein the switching section automatically switches the game image data to be outputted, according to a signal outputted from a predetermined display section.

8.   (Original) The game apparatus as claimed in claim 6, wherein the switching section switches the game image data to be outputted, according to a type or a state of a progress of a game.

9.   (Previously Presented) The game apparatus as claimed in claim 1, further comprising:

an adjusting section for adjusting a brightness of the game image data generated by the second generating section, on the basis of the game image data generated by the first generating section.

10.   (Previously Presented) The game apparatus as claimed in claim 1, further comprising:

an external output section for outputting the game image data generated by the first generating section or the game image data generated by the second generating section, to a predetermined external display section connected to the game apparatus.

11.   (Previously Presented) A computer-readable storage medium having a program recorded thereon, for generating image data, the program comprising:

a first generating program code of generating game image data corresponding to a wide screen; and

a second generating program code of reducing or enlarging the game image data generated by the first generating program code, to generate game image data with no distortion corresponding to a normal screen, wherein the second generating program code generates the game image data corresponding to the normal screen, from the game image data generated by the first generating program code, according to a character controlled by a player in the game image data generated by the first generating program code.

12.   (Previously Presented) A computer-readable storage medium having a program recorded thereon, for generating image data, the program comprising:

a first generating program code of generating game image data corresponding to a wide screen; and

a second generating program code of extracting game image data corresponding to a normal section, from the game image data generated by the first generating program code, to generate game image data with no distortion corresponding to the normal screen, wherein the second generating program code generates the game image data corresponding to the normal screen, from the game image data generated by the first generating program code, according to a character controlled by a player in the game image data generated by the first generating program code.

13.   (Previously Presented) The storage medium having the program recorded thereon, as claimed in claim 12, the program further comprising:

a program code of generating the game image data corresponding to the normal screen, from the game image data generated by the first generating program code, according to a position, a moving direction or an eyes direction of the character controlled by the player in the game image data generated by the first generating program code.

14.   (Original) The storage medium having the program recorded thereon, as claimed in claim 12, the program further comprising: ·

a program code of extracting game.data display data from the game image data generated by the first generating program code, to generate the game image data corresponding to the normal screen.

15.   (Canceled).

16.   (Previously Presented) The storage medium having the program recorded thereon, as claimed in claim 11, the program further comprising:

a switching program code of switching between the game image data generated by the first generating program code and the game image data generated by the second generating program code, to output either the game image data generated by the first generating program code or the game image data generated by the second generating program code.

17.   (Original) The storage medium having the program recorded thereon, as claimed in claim 16, wherein the switching program code comprises a program code of switching the game image data to be outputted, according to a type or a state of a progress of a game.

18.   (Previously Presented) The storage medium having the program recorded thereon, as claimed in claim 11, the program further comprising:

a program code of adjusting a brightness of the game image data generated by the second generating program code, on the basis of the game image data generated by the first generating program code.

19.   (Previously Presented) A transmission medium transmitting a program for generating image data, the program comprising:

a first generating program code of generating game image data corresponding to a wide screen; and

a second generating program code of reducing or enlarging the game image data generated by the first generating program code, to generate game image data with no distortion corresponding to a normal screen, wherein the second generating program code generates the game image data corresponding to the normal screen, from the game image data generated by the first generating program code, according to a character controlled by a player in the game image data generated by the first generating program code.

20.   (Previously Presented) A transmission medium transmitting a program for generating image data, the program comprising:

a first generating program code of generating game image data corresponding to a wide screen; and

a second generating program code of extracting game image data corresponding to a normal section, from the game image data generated by the first generating program code, to generate game image data with no distortion corresponding to the normal screen, wherein the second generating program code generates the game image data corresponding to the normal screen, from the game image data generated by the first generating program code, according to a character controlled by a player in the game image data generated by the first generating program code.

21.   (Canceled).

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22.   (Previously Presented) A computer program comprising program codes for performing:

a first generating means for generating game image data corresponding to a wide screen; and

a second generating means for reducing or enlarging the game image data generated by the first generating means, to generate game image data with no distortion corresponding to a normal screen, wherein the second generating means generates the game image data corresponding to the normal screen, from the game image data generated by the first generating means, according to a character controlled by a player in the game image data generated by the first generating means.

23.   (Previously Presented) A computer program comprising program codes for performing:

a first generating means for generating game image data corresponding to a wide screen; and

a second generating means for extracting game image data corresponding to a normal section, from the game image data generated by the first generating means, to generate game image data with no distortion corresponding to the normal screen, wherein the second generating means generates the game image data corresponding to the normal screen, from the game image data generated by the first generating means, according to a character controlled by a player in the game image data generated by the first generating means.

24.   (Previously Presented) The computer program as claimed in claim 23, wherein the second generating means generates the game image data corresponding to the normal screen, from the game image data generated by the first generating means, according to a position, a moving direction or an eyes direction of the character controlled by the player in the game image data generated by the first generating means.

25. (Original) The computer program as claimed in claim 23, wherein the second generating means extracts game data display data from the game image data generated by the first generating means, to generate the game image data corresponding to the normal screen.

26. (Canceled).

27. (Previously Presented) The computer program as claimed in claim 22, the computer program further comprising a program code for performing:

a switching means for switching between the game image data generated by the first generating means and the game image data generated by the second generating means, to output either the game image data generated by the first generating means or the game image data generated by the second generating means.

28. (Original) The computer program as claimed in claim 27, wherein the switching means switches the game image data to be outputted, according to a type or a state of a progress of a game.

29. (Previously Presented) The computer program as claimed in claim 22, the computer program further comprising a program code for performing:

an adjusting means for adjusting a brightness of the game image data generated by the second generating means, on the basis of the game image data generated by the first generating means.